

DOUGHBOY

64

INTRODUCTION

The President has been captured by the enemy and is being held in a P.O.W. camp behind enemy lines. Your mission is to parachute behind these lines and rescue the President. You command a squad of specially trained assault troops, trained for this mission. Resistance fighters have hidden nine keys along the route that you must take through enemy territory. You must find these keys, and fight your way through screen after screen of danger. You will be armed with dynamite, scaling ladders, land mines and other commando weapons designed to penetrate and destroy the enemy factories and military installations. Finally, you must open the gate of the stockade holding the President, and lead him to safety. In the two player mode, the second player is the enemy and controls the deadly rocket launcher that fires homing missiles at the rescuers.

LOADING THE GAME Cassette

Turn on the computer and place the cassette in the cassette player, making sure it is fully rewound. Hold down the SHIFT key and press the RUN/STOP keys. If you have any trouble loading, simply turn the cassette over, rewind, and repeat the loading procedure.

Joystick

Player 1 should insert the joystick into PORT 2.
Player 2 should insert the joystick into PORT 1.

SCREEN 6: P.O.W. CAMP

If you have made it this far, you are doing really well! You must find a way into the P.O.W. camp by using the same techniques as in the prior screens. The resistance fighters have placed the last key under one of the buildings in the camp. You must blow up the buildings until you find it. You can then use the keys to open the stockade. Once the gate is open, you must blow up the jail cell that holds the President. After you do this he will appear and follow you wherever you go.

To rescue the President, you must get him back to the far left of the screen (through the barbed wire and out of the P.O.W. camp). He will follow you, and you must protect him from the missile and other dangers. If the President is killed, the game is over. Avoid the spotlights, for they allow the missile to zero in on you.

Player 2

On this screen you do not have control over the position of the rocket launcher, it will sweep up and down continuously. Whenever Player 1 is in a spotlight, the cursor will quickly line up with him, and will follow him for a while. You may fire any time you want, just like the other screens, except when Player 1 has just been killed. The only other difference is that the cursor is on the left side of the screen instead of the right.



Manufactured in the U.K. under licence from
Synsoft Software by U.S. Gold Limited,
Unit 10, Parkway Industrial Estate, Henegate Street,
Birmingham B7 4LY.

SCREEN 5: WALLS AND ROCKET LAUNCHER

Player 1

Scale the numerous walls using your ladders. To deploy a ladder, move next to a wall and fire into it twice.

This will change the colour of the wall from purple to yellow. You may now climb over the wall at that point.

NOTE: some parts of the walls may not be scaled.

To pick up a ladder, move next to it or touch it, then press the fire button until you hear a beep. When you release the button, without moving the joystick from its neutral position, you will pick up the ladder, and the wall will return to its original purple colour. You must reuse ladders to get across the screen since you are allowed to carry only two ladders.

You may fire over the walls at the incoming missiles. Once your bullet has passed over a wall, it is assumed to have been fired up in the air at the rocket, so it will have no effect on the enemy soldiers. You cannot fire through a wall to shoot enemy soldiers, you must have a clear line of sight.

Player 2

The control of the rocket is the same as before. However, after each shot, the rocket launcher will roll off the screen to reload. You may also run over Player 1 with the rocket launcher. If you press the fire button while Player 1 is directly above or below you, the rocket will turn and fire.

Please complete the order form and return with a cheque or postal order made payable to U.S. Gold Limited, to U.S. Gold Club, Unit 10, Parkway Industrial Centre, Henegate Street, Birmingham B7 4LY. Please allow 21 days for delivery.

Name

Address

Post Code

Product	Price	Sweatshirt Size	Quantity	Total
Exclusive Enrolment Offer Package	£9.99†	26/28" <input type="checkbox"/> 30/32" <input type="checkbox"/> Small <input type="checkbox"/> Med. <input type="checkbox"/> Large <input type="checkbox"/>	1	
Additional Sweatshirt	£6.99†	26/28" <input type="checkbox"/> 30/32" <input type="checkbox"/> Small <input type="checkbox"/> Med. <input type="checkbox"/> Large <input type="checkbox"/>		
TOTAL				

† Please add 75p for postage and packing.

SCREEN 1: SUPPLIES AND TRENCHES

Player 1

Use the joystick to move your soldier around the screen to pick up your supplies. Your supplies consist of:

TNT: (Red rectangles) – essential for blowing up enemy installations.

Fuse: (White coils) – without a fuse, your TNT will blow up immediately if you light it.

Mines: (Light blue boxes) – useful for blowing up tanks and setting traps for enemy soldiers.

Wire cutters: (Black clippers) – used for cutting holes in barbed wire fences.

Ladders: (White ladders) – necessary to scale walls.

It is important to remember that your soldier's feet determine his location on the screen. As a result, you can walk in front of objects and not pick them up. Your feet **MUST** pass over supplies to pick them up. An inventory of your collected supplies is shown at the bottom of the screen.

To fire at the enemy soldiers or the rocket, hold down the fire button and push the joystick in the direction you wish to fire. If you hit the rocket, it will explode. You cannot shoot through or over trees and rocks.

You may jump into the trenches on the screen to escape enemy fire. As long as you do not move in a trench, you are safe from bullets. If you are moving or firing from a trench, you may be hit by enemy bullets. Lurking in a trench also provides some protection, from enemy rockets but you may still be killed by its blast.

If you touch an enemy soldier you will destroy that enemy. If you succeed in eliminating all the opposing soldiers, enemy reinforcements will appear after a period of time.

After retrieving all the supplies you need, pick up the key left by the resistance fighters and move off the screen to the right; an extra soldier will join your ranks.

Player 2

In the one player mode, the computer controls the rocket launcher on all screens. In the two player mode, the

second player controls the targetting, firing, and homing action of the missile.

On the right hand side of the screen is a cursor showing the horizontal position of the rocket launcher. To move the launcher, push the joystick in the direction you wish to move the launcher. To fire, press the fire button and hold it down. As the missile travels, you may push the joystick up or down to remote-control its path. Finally, to detonate the missile, release the fire button. After detonation, the launcher takes a moment to reload.

SCREEN 2: RADAR TOWERS AND RIVERS

Player 1

You must use your TNT to knock over the radar towers and use them as bridges to cross the rivers. You cannot swim across the rivers, so falling in means instant death.

To plant dynamite charges, press the fire button and hold it down until you hear a beep. After the beep, move the joystick in the direction you wish to lay the fuse, still pressing the fire button (do not run into the water). Once you are a safe distance from the TNT, release the fire button to light the fuse. It's not really as hard as it sounds. Don't be discouraged if you blow yourself up a few times. After all, TNT is dangerous stuff!

You can destroy the radar towers with the TNT or by causing the missile to explode near the towers (by detonating it with your bullets). Once a tower has been blown, it will fall and form a bridge across the river.

There is a draw bridge in the upper middle of the screen that may be blown up by using TNT. This will provide a shortcut. The bridge in the lower right corner may be blown up by placing the TNT on the bridge itself. Be very aware of the colour of the boat because when it turns red it will open fire on you.

Player 2

You control the rocket launcher as in screen 1.

SCREEN 3: OIL TANKS

Use your TNT to blow up the oil tanks. Under one of the oil tanks is the key needed to get to the next screen. On this screen and all subsequent screens you may also lay mines.

To lay a mine, press the fire button until you hear a short beep. Then release the fire button without moving the joystick from its neutral position. A mine will appear at your feet. The mine is not armed until you move off of it. After it is armed, if you, any enemy soldier, or a tank cross over it, it will explode.

To get through the barbed wire fence on either side of the oil tank field, you may cut the wire or blow a hole in it. To cut a hole in the fence, you must have retrieved the wire cutters from screen 1. To cut, just move up to the fence and then fire into it twice. To blow a hole in the fence, just detonate some TNT right next to it. Rocket and mine explosions will not blow holes in the fence.

Once you have found the key, pick it up and move to the far right of the screen. Beware of tanks, they will flatten you. Tanks may be destroyed with TNT or a landmine.

Player 2

The control of the rocket is the same.

SCREEN 4: TANK ATTACK

Player 1

Pick up the four keys and move to the right side of the screen. Use the TNT and mines as needed.

Player 2

The control of the rocket is the same.

YOUR OPPORTUNITY TO JOIN THE U.S. GOLD CLUB

If you are looking for more than fun and games on your computer and would like to have more background information on companies, programmers and programs, we would be delighted to share this with you. Through a regular newsletter we will give you direct insight into future products and allow you a forum to exchange your views with other members.

EXCLUSIVE ENROLMENT OFFER

Every new member will receive a U.S. Gold sweatshirt, badge, poster, and membership card. Your name will be added to our database to receive our regular newsletter – all for only £9.99!

Extra sweatshirts can be ordered by club members only at the reduced rate of £6.99 each. Don't forget to specify your size when ordering.